

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (currently amended) A method for managing digital rights comprising:

receiving a Universal Resource Identifier (URI), the URI identifying a location for a ~~user-selected~~ digital media item selected by a user, the digital media item to be played in a local area network (LAN);

retrieving the selected digital media item from a content server over a network connection;

if responsive to the selected digital media item ~~is~~ being encrypted, obtaining a license to decrypt the selected media item, wherein access to the license is based on a plurality of access rules;

if responsive to a request for the license ~~adheres~~ adhering to the access rules, receiving the license via a secure out of band transfer; and

decrypting the selected digital media item for playback via one or more media rendering devices.

2. (original) The method of claim 1, wherein obtaining a license to decrypt the selected media item comprises:

extracting meta data from the selected digital media item, the meta data including a key identification and a license URI, the key identification for identifying the license and the license URI for identifying where the license can be found;

enabling a local license server within the LAN to obtain the license to play the selected digital media item; and
establishing a secure connection to the local license server to request the license;
wherein the local license server determines whether the request for the license adheres to the access rules, wherein the access rules are based on the terms of the license.

3. (original) The method of claim 2, wherein enabling a local license server within the LAN to obtain the license to play the selected digital media item comprises:
receiving the key identification and license URI to access the license;
establishing a secure connection to a control point to obtain user credentials for acquiring the license;
retrieving the user credentials;
establishing a secure connection to a license server providing the license, wherein the license server providing the license is identified using the license URI;
sending the license server the user credentials and the key identification to obtain the license; and
acquiring the license using the key identification.

4. (original) The method of claim 3, wherein user credentials comprise a user name, a user address, a credit card number, a date of expiration for a credit card, and a type of license to be requested.

5. (original) The method of claim 1, wherein the LAN comprises a home network and the selected digital media item is to be played on the home network.

6. (original) The method of claim 1, wherein access rules include at least one of a number of times the selected digital media item is to be played, a number of media rendering devices the selected digital media item may be played on at one time, an expiration of the license; and a length of time a user may play the selected digital media item.

7. (original) The method of claim 1, wherein the access rules include personal owner rules regarding playing the selected digital media item, wherein personal owner rules include at least one of an indication of who can play the selected digital media item, an indication of when the selected digital media item can be played, and an indication as to the number of times the selected digital media item can be played by certain individuals.

8. (original) The method of claim 1, wherein obtaining the license to decrypt the selected media item comprises:

checking a local license server using a key identification acquired from the selected digital media item to see if the license is available from the local license server;

if the license is available at the local license server, obtaining a location URI for the license to enable retrieval of the license from the local license server; and

if the license is not available at the local license server, enabling the local license server to retrieve the license from a license server in a wide area network using the key identification and a license URI acquired from the selected digital media item and the location URI indicating where the license can be found on the local license server after the license is retrieved from the license server.

9. (original) The method of claim 1, wherein the URI identifying a location for a user selected digital media item is obtained from a home media server, the home media server comprising a plurality of URIs for digital media items used by the LAN.

10. (currently amended) An article comprising: a storage medium having a plurality of machine accessible instructions, wherein when the instructions are executed by a processor, the instructions provide for receiving a Universal Resource Identifier (URI), the URI identifying a location for a ~~user-selected~~ digital media item selected by a user, the digital media item to be played in a local area network (LAN);

retrieving the selected digital media item from a content server over a network connection;

~~if responsive to~~ the selected digital media item ~~is being~~ encrypted, obtaining a license to decrypt the selected media item, wherein access to the license is based on a plurality of access rules;

~~if responsive to~~ a request for the license ~~adheres~~ adhering to the access rules, receiving the license via a secure out of band transfer; and

decrypting the selected digital media item for playback via one or more media rendering devices.

11. (original) The article of claim 10, wherein instructions for obtaining a license to decrypt the selected media item comprises instructions for:

extracting meta data from the selected digital media item, the meta data including a key identification and a license URI, the key identification for identifying the license and the license URI for identifying where the license can be found;

enabling a local license server within the LAN to obtain the license to play the selected digital media item; and

establishing a secure connection to the local license server to request the license;

wherein the local license server determines whether the request for the license adheres to the access rules, wherein the access rules are based on the terms of the license.

12. (original) The article of claim 11, wherein instructions for enabling a local license server within the LAN to obtain the license to play the selected digital media item comprises instructions for:

receiving the key identification and license URI to access the license;

establishing a secure connection to a control point to obtain user credentials for acquiring the license;

retrieving the user credentials;

establishing a secure connection to a license server providing the license, wherein the license server providing the license is identified using the license URI;

sending the license server the user credentials and the key identification to obtain the license; and

acquiring the license using the key identification.

13. (original) The article of claim 12, wherein user credentials comprise one or more of a user name, a user address, a credit card number, a date of expiration for a credit card, and a type of license to be requested.

14. (original) The article of claim 10, wherein the LAN comprises a home network and the selected digital media item is to be played on the home network.

15. (original) The article of claim 10, wherein the access rules include at least one of a number of times the selected digital media item is to be played, a number of media rendering devices the selected digital media item may be played on at one time, an expiration of the license; and a length of time a user may play the selected digital media item.

16. (original) The article of claim 10, wherein the access rules include personal owner rules regarding playing the selected digital media item, wherein personal owner rules include at least one of an indication of who can play the selected digital media item, an indication of when the selected digital media item can be played, and an indication as to the number of times the selected digital media item can be played by certain individuals.

17. (original) The article of claim 10, wherein instructions for obtaining the license to decrypt the selected media item comprises instructions for:

checking a local license server using a key identification acquired from the selected digital media item to see if the license is available from the local license server;

if the license is available at the local license server, obtaining a location URI for the license to enable retrieval of the license from the local license server; and

if the license is not available at the local license server, enabling the local license server to retrieve the license from a license server in a wide area network using the key identification and a license URI acquired from the selected digital media item and the location URI indicating where the license can be found on the local license server after the license is retrieved from the license server.

18. (original) The article of claim 10, wherein the URI identifying a location for a user selected digital media item is obtained from a home media server, the home media server comprising a plurality of URIs for digital media items used by the LAN.

19. (cancelled)

20. (cancelled)

21. (cancelled)

22. (cancelled)

23. (cancelled)

24. (cancelled)

25. (cancelled)